

Two word games - teacher's instructions

The two games below are useful as lesson starters although they take 15-20 minutes, especially the first time a class plays one of them. Both games become quicker to play as pupils gain more practice at them. I have tried these games with lots of classes and found the nine square grid works well with all of them. The 25 square grid is better for more able pupils.

Nine square grid game

Pupils draw grids of nine squares, or you could use the prepared grids given below. Pupils play the game in pairs. Each player picks or thinks of a nine letter word (you could give them a list of suggested words). They each write their word into their grid without allowing their partner to see them write the word down. Words can go in any direction within the grid but consecutive letters must occupy adjacent squares. Pupils swap grids and are given a time limit of two or three minutes to write down as many new words as they can find from the letters on their partner's grid. They then add up their scores to see who has won. It is a good idea to have the suggested words, rules and scoring up on a board or screen at the start.

Five by five word grid game

Pupils make grids of 25 squares, or you could use the prepared grids given below. Pupils play the game in pairs. Each player picks or thinks of a letter in turn and both write the same letter into their grid in any position that they choose, without looking at each other's grids. The aim is to try to complete words on the grid as in a crossword - words must run from left to right and top to bottom only. Once all the squares are filled in, pupils add up the scores for the words which they have managed to make. It is a good idea to have the rules and scoring up on a board or screen at the start.

Nine square grid game

Instructions

- ❖ Think of a nine letter word.
- ❖ Write your word into your grid without allowing your partner to see. Words can go in any direction within the grid but it must be possible to jump from each letter to the next in one step (see example below).
- ❖ Swap grids with your partner.
- ❖ Write down as many new words as you can find from the letters on your partner's grid. There is a time limit!
- ❖ With your partner add up your scores and see who has won.

<u>suggested words</u>			<u>letters</u>	<u>points</u>
			3/4	1
crocodile	sculpture	optimists	5	2
dinosaurs	packaging	tornadoes	6	3
cornflake	detonates	blackbird	7	4
			8	5
			9	10

Example

C	R	O
D	O	C
I	L	E

You must be able to go from one letter to the next in one jump. So you could have the word CORD but not the word DICE.

Five by five word grid game

Your aim is to try to complete words on your grid as you would in a crossword - words must run from left to right and top to bottom only. In your pair, take it in turns to say any letter - both of you write it somewhere in your own grid. Do not let your partner see your grid! You need to plan ahead and be sneaky. When the grid is full, add up the scores for the words which you have managed to make. Remember that words can be read left to right and top to bottom only.

5 letters = 15 points

4 letters = 10 points

3 letters = 5 points

